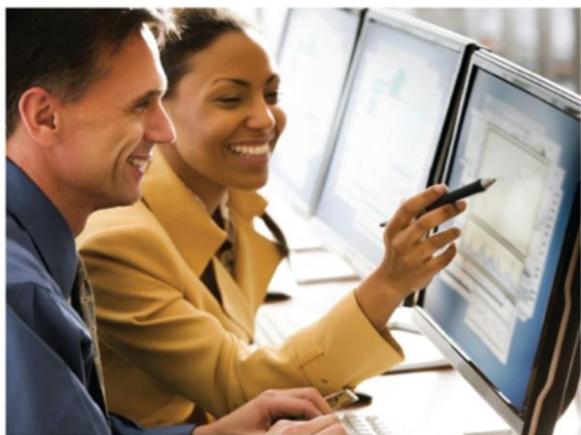


Exercises: Motion Estimation

AUVSI Foundation: Computer Vision Training



Hand Motion

Detect and visualize the motion of a hand in a video sequence.

1. Open the script `estMotionHand_start`. Here, a `VideoFileReader` object has already been created to read in the video file `thumb.avi` in grayscale. Fill in code according to the comments in the starter code. The following points help in implementing the rest of the code.
2. Create an `opticalFlow` object using one of the methods as shown below:
 - `opticalFlowHS` (Horn-Schunk)
 - `opticalFlowLK` (Lucas-Kanade)
 - `opticalFlowLKDoG` (Lucas-Kanade Derivative of Gaussian)
3. Implement a loop to process all video frames
 - a. Acquire current frame.
 - b. Estimate the motion using `estimateFlow`.
 - c. Visualize the flow field using `plot`.
4. Try the Horn-Schunk and Lucas-Kanade methods. Observe the effect of
 - a. Modifying name-value arguments of the optical flow object.
 - b. Modifying name-value arguments of the visualization such as `ScaleFactor` when using the `plot` command.

Solution

```
>> estMotionHand
```



Motion Estimation of a Ball

Detect and visualize the motion of a ball moving to the right in a video sequence.

1. Open the script `estMotionBall_start`. Here, a `VideoFileReader` object has already been created to read in the video file `multioobject.avi` in grayscale. Fill in code according to the comments in the starter code. The following points help in implementing the rest of the code.
2. Create an `opticalFlow` object using one of the methods as shown below:
 - `opticalFlowHS` (Horn-Schunk)
 - `opticalFlowFarneback` (Farneback)
 - `opticalFlowLK` (Lucas-Kanade)
 - `opticalFlowLKDoG` (Lucas-Kanade Derivative of Gaussian)
3. Implement a loop to process all video frames
 - a. Acquire current frame.
 - b. Estimate the motion using `estimateFlow`.
 - c. Visualize the flow field using `plot`.
 - d. Find pixels moving to the right (Use the `Vx` field of the optical flow field)
 - e. Visualize results using `imshow`.
4. Try all the motion estimation methods. Observe the effect of
 - a. Modifying name-value arguments of the optical flow object.
 - b. Modifying name-value arguments of the visualization such as `ScaleFactor` when using the `plot` command.
 - c. Chosen methods and their corresponding computational time.

Solution

```
>> estMotionBall
```

